

3D Animation

Jehannah Seegmiller

The Process

Applications I used



Pre-production - 3

Production - 4

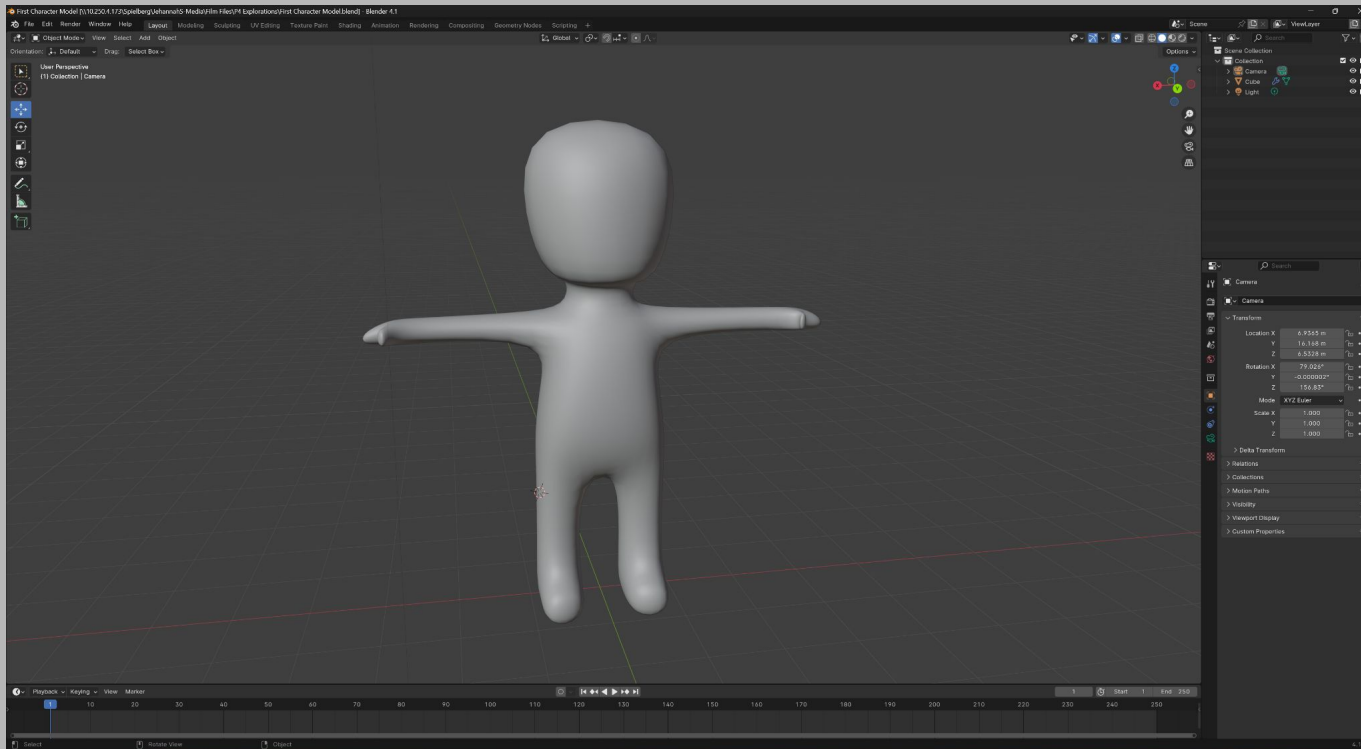
Post production - 1

Hours each stage took - too many



Pre-Production

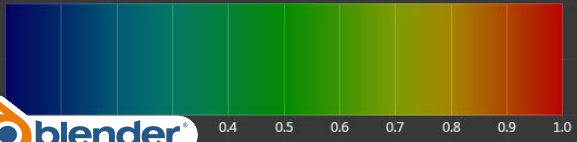
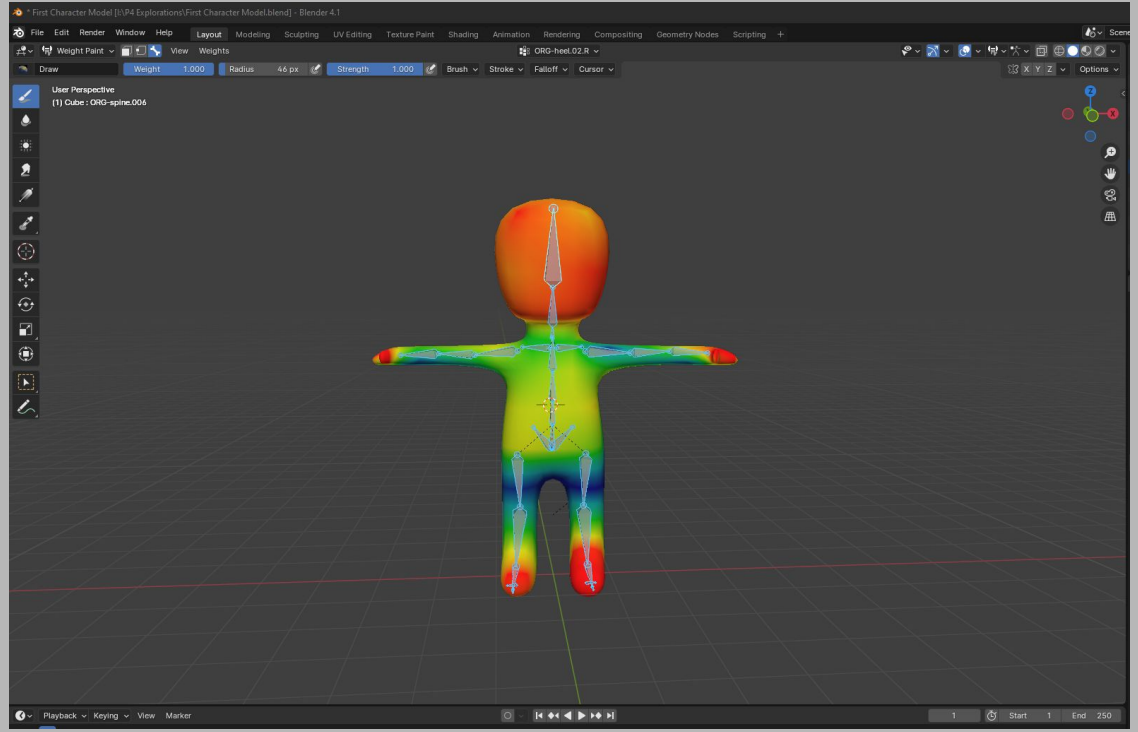
Character Design



Armature/Rig



Weight Paint



Production

Animation (1)



mixamo

Characters

Animations

Mixamo

?

Jeh ▾

Search

48 Per page

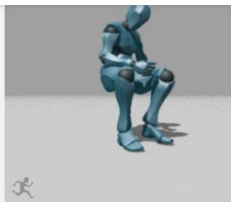
SITTING AND POINTING ON FIRST CHARACTER MODEL



Strafing



Walk With Rifle



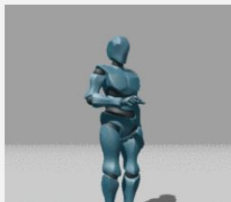
Shoved



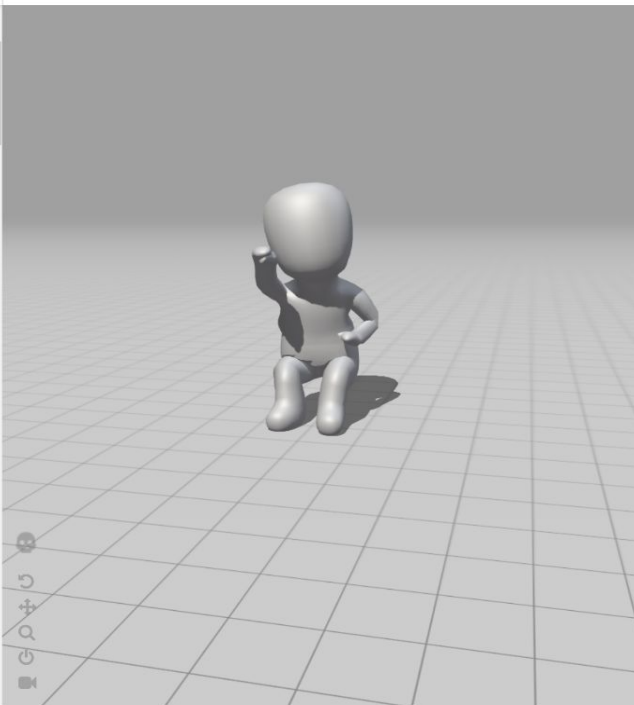
Mutant Flexing Muscles



Sitting And Pointing



Button Pushing



60 / 90

- DOWNLOAD
- SEND TO AERO
- UPLOAD CHARACTER

Sitting And Pointing

Overdrive 50

Character Arm-Space 50

Trim 91 total frames

0 100

Mirror

Production

Animation (2)

Move ai (Move One) or Mocap

iPhone Screenshots

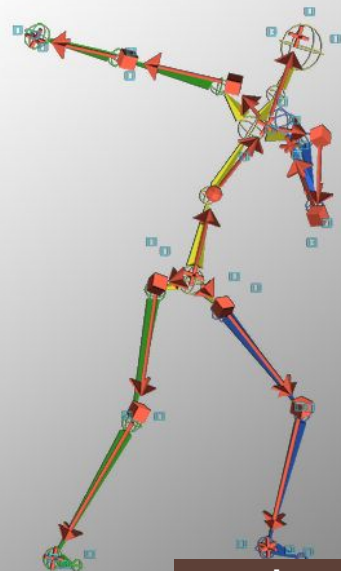
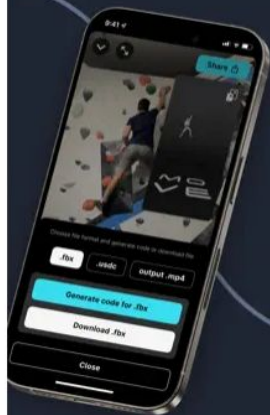
Motion capture with
just your phone.
No suits required



Capture single subjects
in any environment



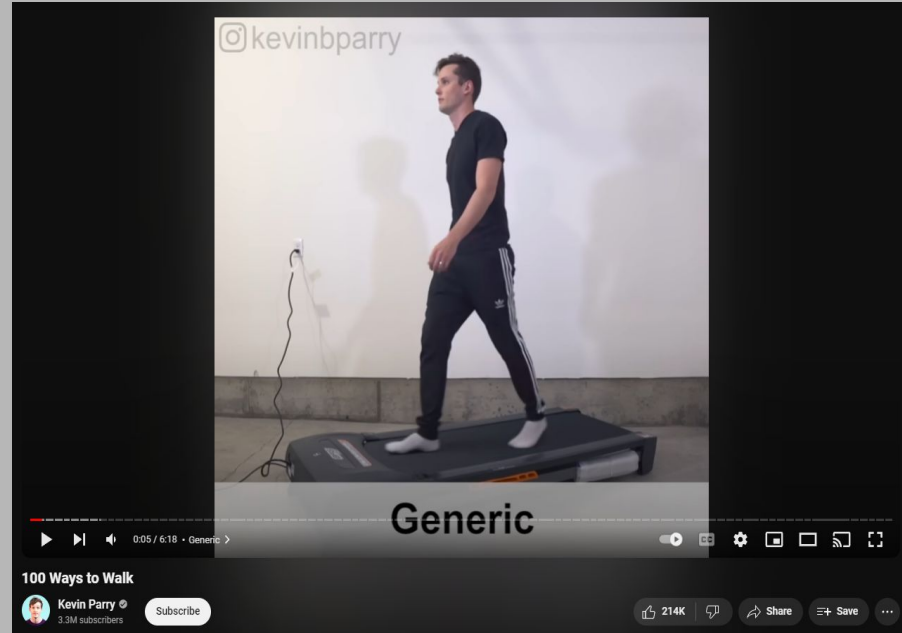
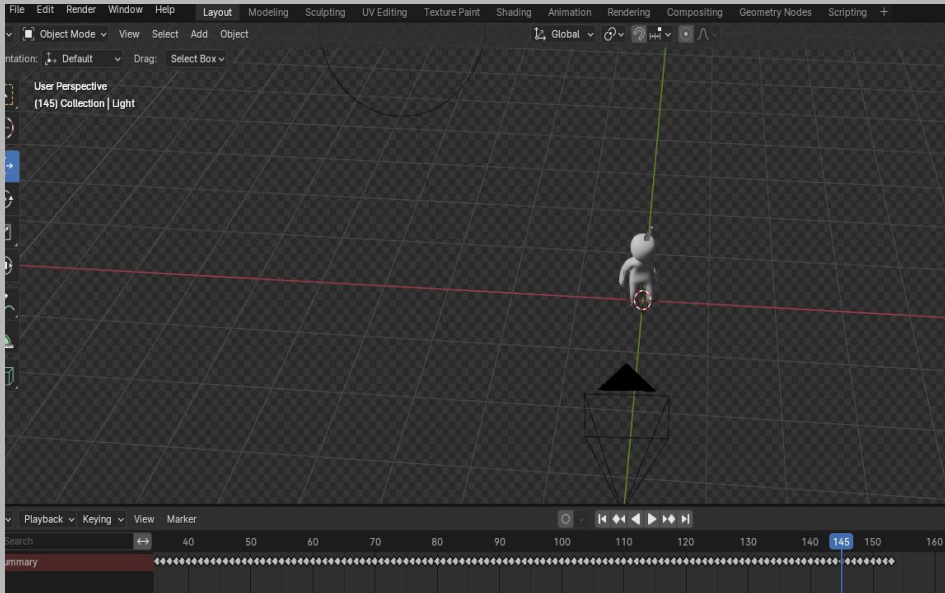
Export video and
motion data into
3D animation tools



Production

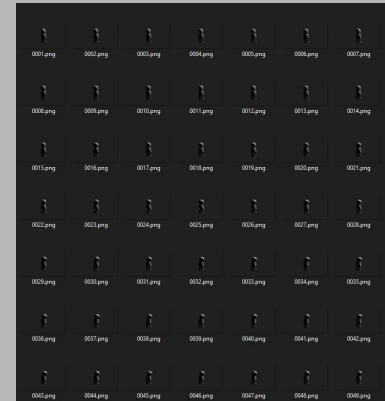
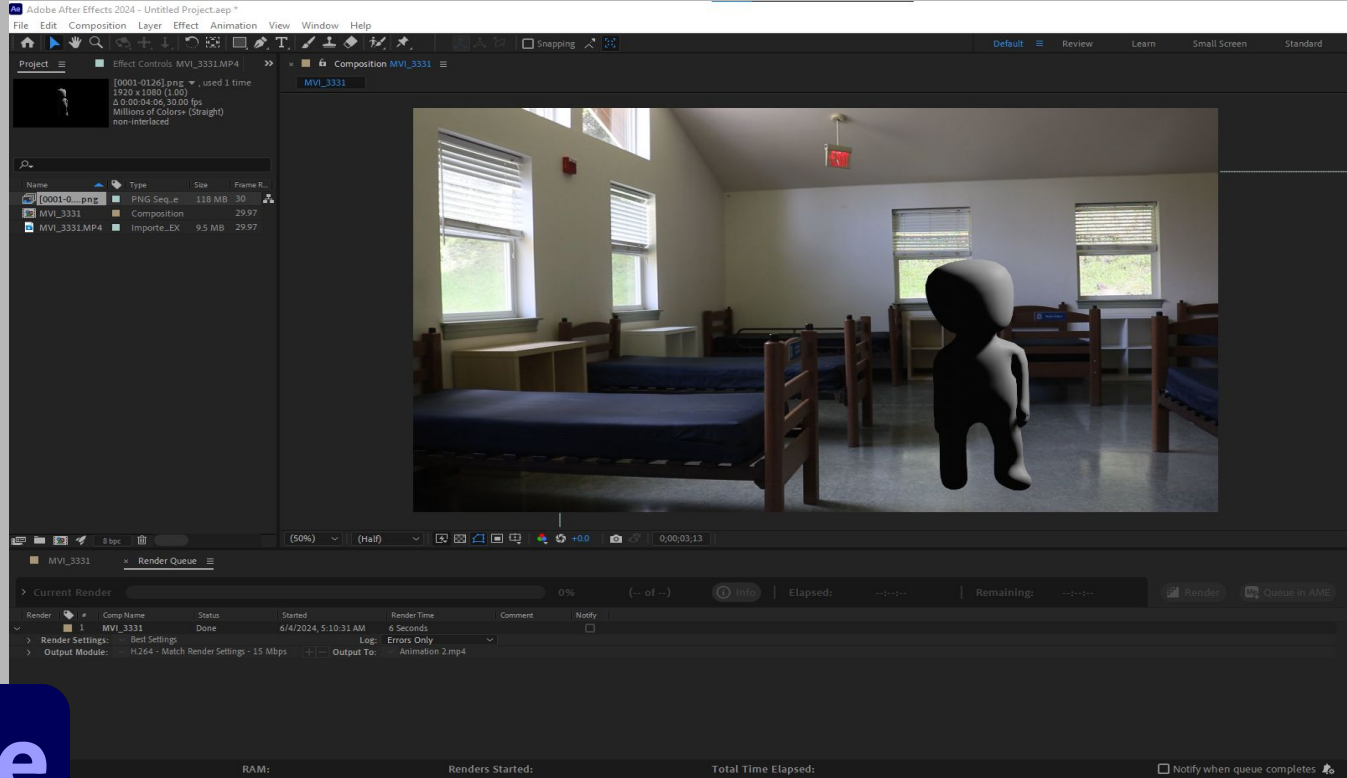
Animation (3)

Manual/Auto Rigging



Post-Production

Editing



Post-Production



Post-Production

